

This Page Is Inserted by IFW Operations  
and is not a part of the Official Record

## **BEST AVAILABLE IMAGES**

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images may include (but are not limited to):

- BLACK BORDERS
- TEXT CUT OFF AT TOP, BOTTOM OR SIDES
- FADED TEXT
- ILLEGIBLE TEXT
- SKEWED/SLANTED IMAGES
- COLORED PHOTOS
- BLACK OR VERY BLACK AND WHITE DARK PHOTOS
- GRAY SCALE DOCUMENTS

**IMAGES ARE BEST AVAILABLE COPY.**

**As rescanning documents *will not* correct images,  
please do not report the images to the  
Image Problem Mailbox.**

# PATENT SPECIFICATION

(11)

1 574 447

1 574 447

- (21) Application No. 4395/77 (22) Filed 3 Feb. 1977  
 (31) Convention Application No. 729 807 (32) Filed 12 Oct. 1976 in  
 (33) United States of America (US)  
 (44) Complete Specification published 10 Sept. 1980  
 (51) INT. CL.<sup>3</sup> G06F 15/28  
 (52) Index at acceptance  
 G4A 22B1 22E



## (54) METHOD AND APPARATUS FOR ACCEPTING, VALIDATING AND RECORDING BETTING INFORMATION ON SLIPS FILLED OUT BY THE BETTOR

- (71) I, STEPHEN ROBERT KRAUSE, a citizen of the United States of America, of 3607 Anton Farms Road, Baltimore, Maryland 21208, United States of America, do hereby declare the invention for which I pray that a Patent may be granted to me, and the method by which it is to be performed to be particularly described in and by the following statement:—
- 10 The invention relates to an apparatus and method for accepting, validating and recording betting information contained on mark-sense betting slips filled out by the bettor. The system is designed to accept 15 lottery numbers tickets, sports wagering tickets and other games that can be placed on for example a standard 12 column wide and 80 column long tab type card or slip.
- 20 Many countries throughout the world operate government sponsored number games, lotto games and sports event wagering pools. Betting slips for these games are available to the public and are filled out by marking designated parts of the betting 25 slip. The completed betting slip is brought to an agent or other designated location where the slip is validated on a manual basis. The customer then pays for the bets made and is given a receipt by the agent.
- 30 The agent in turn, brings all the accumulated betting slips to a central bank or other clearing house once a week or at other designated intervals and settles his cash account.
- 35 This method of handling betting slips is time consuming, error prone and costly due to the number of times the betting slip must be handled and calculated.
- 40 It is an object of the present invention to obviate or mitigate the above problems. According to the present invention there is provided apparatus for accepting, validating and recording betting information entered onto betting slips by bettors, wherein 45 each slip comprises information identifying any one of a plurality of games and means for allowing a bettor to enter betting information relating to that one game, the apparatus comprising a micro-computer having program storage storing programs relating to each of the plurality of games, an optical reader for reading out game identifying and betting information from a betting slip, means controlled by the micro-computer for transferring read out information into a memory, means for checking that the read out information is valid and for rejecting slips from which invalid information has been read, means for initiating the program relating to the game identified by the read out game identifying information, a display device for displaying information related to the read out betting information, a calendar clock device for supplying time information, a tape cassette transport device for recording time information and information relating to accepted bets on tape, a printer controlled by the micro-computer for printing out tape recorded information relating to accepted bets, and a manually operable keyboard for exerting overall control of the apparatus.
- The invention also provides a method for accepting, validating and recording betting information entered onto betting slips by bettors, wherein each slip comprises information identifying any one of a plurality of games and means for allowing a bettor to enter betting information relating to that one game, the method comprising storing programs relating to each of the plurality of games in a micro-computer reading out game identifying information and betting information from a betting slip with an optical reader, transferring read out information into a memory under the control of the micro-computer, checking that the read out information is valid and rejecting slips from which invalid information has been read, initiating the program relating

to the game identified by the read out game identifying information, displaying information related to the read out betting information, supplying time information from a clock device, recording time information relating to accepted bets on a cassette tape, printing out tape recorded information related to accepted bets under the control of the micro-computer, overall control of the method being effected from a manually operable keyboard.

The invention makes it possible to accept, validate and record betting information relating to a variety of betting games. Two examples of types of games which can be dealt with are defined below. The Lottery Esportiva game is a sports pool wagering game in which the bettor must pick the results of 13 football-type games that will be held during the course of one week. The rules of the game provide that the bettor select results for all 13 games. In addition, the bettor may make double or triple bets for a given game up to a prescribed limit. In effect, the bettor has 7 possible combinations for each game, ie He may select:

1. team 1, 2. team 2, 3. a tie, 4. team 1 and a tie for a double, 5. team 2 and a tie, 6. team 1 and team 2, or 7. team 1, team 2 and a tie for a triple.

The rules of this game require that the bettor make a minimum of 12 single bets and one double bet for a minimum price of three crusaros. Additional double and triple bets can be made up to a maximum of 162,00 crusaros. The bets are calculated by exponentiating 2 to the number of doubles selected times 3 exponentiated to the number of triples selected and multiplying that figure times 1,50 crusaros to give the total due. This game is laid out on a 12 by 35 line matrix form.

The second example is the Boloteca game which for a set 10,00 crusaros bet permits the player to select 6 teams in the order 1 through 6 that he thinks will wind up as the top 6 teams, in order, during the season. The back of the slip lists 54 teams from which the bettor makes 6 selections and marks these selections by darkening the appropriate segment of the form corresponding to the selected team. This card is also laid out on a 12 by 35 line matrix form.

The optical reader may use infra-red light sources and photo-transistors to sense the presence of information on a card. The wavelength of the light emitted is preferably not in the visible spectrum. The reader senses light transmitted through the card. A heavy, dark mark made by a soft graphite pencil will attenuate the light. If no mark or hole is encountered, a data latch is not set. The back of the betting

slip contains 35 strobe marks. The latched data is not cleared until a strobe occurs. The strobe which follows the data does two things: it signals that data is stable and is ready to be read and it clears the data latches. On the back of the card on the left side is the card sense channel that consists of an unbroken black line running down the side of the card. The card sense channel detects if a card is present and controls the readers transport motor.

All text printed on the card is in red ink that cannot be picked up by the readers photodiodes. The optical reader reads one line at a time of data and transfers this data to the micro-computer and into a RAM (random access memory) memory matrix.

The micro-computer may be based on an 8080 chip and associated memory and digital logic. In operation, a bettor fills in his betting slip and presents it to the agent who in turn feeds the slip into the mark-sense reader. Data identifying the type of game and the bets are fed from the reader through the micro-computer and into a matrix memory that is controlled by the computer program. The memory matrix is dimensioned to configure with each field on the 12 by 35 line slip. A mark on any segment of the slip will cause a "1" to appear in the associated memory matrix.

Associated with each game or slip form is a ROM (read only memory) containing the program associated with that game. The slip is encoded with one black line imprinted on data line 7 of the Boloteca game and another at line 25. The Esportiva Pool slip is encoded with a black line at data line 20.

After the betting slip is read, the data is loaded into the 12 by 35 data matrix located in the micro computer systems RAM in which 420 bits of this matrix correspond to the 420 possible data locations on each of the game slips. A mark made on the betting slip will cause a binary "1" to appear in the associated RAM matrix. No mark or a blank on the betting slip will cause a binary "0" to appear in the RAM. The RAM is then accessed by the CPU (central processing unit) under program control to determine which game slip has been read. If the bet slip does not correspond to a valid game, the program causes an error message to be the output to the Display indicating an invalid betting slip. If the slip is valid, the main program branches to the program ROM associated with the particular game. The CPU under program control checks all bets and calculates the amount of money owed by accessing data from the RAM's 12 by 35 matrix representing bets or marks made on the ticket and read by the optical reader.

If less than the required number of bets are made, more than the required number of bets are made, or if the slip has been improperly marked the program sub-routine causes the appropriate error message to be the output to the Display.

If all bets are valid, the total amount owed is the output to the display and the program stops.

Upon payment of the amount due for the wagers made, the agent presses the "accept" key on his keyboard and the bet is recorded onto a data file on the tape cassette transport. The data file will contain digital information converted from the 12 by 35 RAM matrix, representing bets made on the betting slip. The file contains 45 bytes of data listed as follows:

File No.  
Receipt Serial No.  
Date and time of transaction  
13 digits of code representing the bets made (12 digits for the Boloteca)  
Amount wagered  
Machine No.

At the time the bet is accepted by the agent and his accept key is pressed, the CPU, under program control, interrogates the calendar/clock through the I/O peripheral interface and stores the data representing month, day, hour and minute. This data is then transferred to the tape file. After the bet is recorded, the program directs the CPU to print out a receipt of the transaction using the format contained in the program ROM, representing the type of transaction or betting slip used. This receipt contains information relating to the bet's placed, the amount of the bet's, the serial number of the ticket, the date and time of the transaction, and the file on which the bet was recorded. The ACU (arithmetic logic unit) of the CPU generates a sequential serial number for both the tape file and the ticket serial number by incrementing 1 to each storage register, after each transaction. The ACU also calculates the price of the bets and keeps a running total of each type of betting transaction and a cash total for each game. The agent presses his total key to obtain a visual and printed readout of each games total for either cash or number of transactions. At the end of the betting period, the agent removes the tape cassette for pick up and processing at a central computing area. An alternate feature of the micro-computer will permit the agent to transmit the entire contents of the tape cassette to the central computer over a standard voice grade dial-up telephone line using the I/O communications interface. This is a Universal Synchronous/Asynchronous Receiver/Transmitter (USART) chip designed for data

communications in micro-computer systems. The USART is used as a peripheral device and is programmed by the CPU to operate using virtually any serial data transmission technique presently in use. The USART accepts data characters from the CPU in parallel format and then converts them into a continuous serial data stream for transmission.

As new games and betting schemes, such as, numbers type lotteries and Lotto games are developed, the programming necessary for reading, recording and validating these new games and associated betting slips can be added in the form of a pre-programmed plug-in ROM to the already existing universal mark-sense betting terminal. These additional ROM's will contain all the necessary sub-programming to direct the operation of the peripheral I/O units and CPU.

The invention will be better understood from a reading of the following detailed description of an example thereof with reference to the accompanying drawings wherein:

Fig. 1 is a block diagram of the basic components of the apparatus;

Fig. 1A is a view in perspective of a housing for the apparatus;

Fig. 2 is a data flow sheet showing the components of Fig. 1 interfaced with micro-computer chips including additional memory;

Fig. 3 shows the agents keyboard with process steps for use of the keys;

Fig. 4 shows the pertinent portions of a Boloteca betting slip with timing marks from the reverse side shown to the right;

Fig. 5 shows the initial common portion of sequence of operation for the games;

Fig. 6 shows the sequence for the Boloteca game;

Fig. 7 shows the terminating portion of the sequence for both games;

Fig. 8 depicts the data stored for the file of betting slip of Fig. 4, as printed on a bettor receipt;

Fig. 9 illustrates a portion of the Esportiva ticket;

Fig. 10 shows the sequence for the Esportiva ticket;

Fig. 11 shows the data stored in the file for the Esportiva ticket of Fig. 9, as printed on a bettor receipt;

Fig. 12 illustrates a journal print out of transactions; and

Fig. 13 shows a print out of grand totals.

In Fig. 1 there is shown a block diagram for illustrating the principles involved in the described example of the present invention. A central processing unit (CPU) or micro-computer 11 is shown in association with several pieces of peripheral equipment. Optical mark-sense reader 13 reads

the betting slips or cards and provides the information to micro-computer 11. Calendar clock 15 supplies the exact month, day, hour and minute of each transaction.

- 5 The display 17, is provided to transmit error messages and to show the amount wagered and grand totals.

The printer unit 21, provides the receipts, journal entries and grand totals.

- 10 Tape cassette transport 19, receives the betting slip information and records it sequentially in the files, with one file per slip up to 5,000 files. It is designed to read back to the micro-computer 11, for journal
- 15 entries.

The acoustical coupler and modem 23, interconnects the micro-computer 11, over telephone line 25, to the remote central computer (not shown) for supplying all

20 information thereto.

- The agent's keyboard 27, is provided to permit him to exert certain controls over the process. It comprises six keys with six separate functions discussed in connection
- 25 with Fig. 3.

In Fig. 1A, there is shown a view in perspective of an apparatus in accordance with this invention. A housing 31, includes the electronics with the exception of the

30 optical mark-sense reader 13, which is interconnected with housing 31, via cable 33. A ticket or betting slip 35, is shown being placed into the reader for scanning.

- Housing 31, includes the six agents keys or keyboard 27, the printer 21, the calendar clock 15, and the display 17, visible from the exterior. Also a cassette 19, is shown in place for receiving or transmitting information.

- 40 In Fig. 2, the details of the micro-computer 11, are shown. It comprises all of the drawing with the exception of the peripheral units already discussed in connection with Fig. 1.

- 45 The central processing unit is shown at 40 as being a micro-processor chip of the 8080 type. The remaining components are separate chips and are connected to the CPU 40 by way of data bus 41 (8 wires ie 8 bits), control bus 43 (6 bits data), and
- 50 address bus 45 (16 bit data).

A clock generator and driver 47, provides the clock signals to CPU 40 at inputs for reset (clear progressive counter, start at location 0 in memory), phase 1, phase 2

55 (two externally supplied clock phases), RDY (valid data available on 8080 bus), and the CPU unit 40 addresses the clock 47 over a SYNC lead.

- 60 The in-out control for CPU 40 is a system controller chip 51, of the 8228 type. The WR lead for write is used for the memory write or input-output control. The DO-D7 (8 bit) bus is for bi-directional data
- 65 transfer. The DBIN is the data bus control

and the HLDA is the hold acknowledge. STSTB defines status between clock 47 and controller 51.

The CPU unit receives and transfers information to the remaining chips in Fig. 2, over the AO-A15 address bus. This provides the address to memory up to 64,000 eight bit words or denotes the input-output device number for up to 256 input and 256 output devices. AO is the least significant

70 address bit.

The micro-computer 11 is provided with three ROM memories all 8316 chips. The first ROM memory 60, stores the main program. The second ROM memory 61, stores the program for the Boloteca game and the third ROM memory 62, stores the program for the Esportiva game. Further ROMs may be incorporated to add additional games to the present system.

85

Two RAM or random access memories are shown, each of 8101 type chips. One of these RAMs, for example 64, may include the matrix which is twelve by 35, and the other RAM 65, is provided for secondary

90 data storage.

Each of the peripherals is interfaced with the micro-computer 11, over peripheral interface chips 70-76, with the later 6 chips being of type 8255 and communication interface chip 70 being type 8251.

95

#### **BOLOTECA GAME**

In Fig. 4, the pertinent portions of the bettor slip or card are shown to describe the principles employed. On the reverse side of the ticket, indicated by the strip

100 80, there are shown 35 timing marks called strobe marks 81. It is the information between these marks which is read. The data field 83, is found between identification bars 85 and 87. Bars 85 and 87 correspond to field lines 7 and 25 which identify the Boloteca game with data information there-between.

This ticket is marked by the bettor, such that team 10 should come up first (1), team 12 second (2), team 33 third (3), and so forth in the sequence of six teams essential to pick.

110

This data information is read into RAM 64 (Fig. 2) under program control by micro-computer 11, using CPU 40. The capacity of this RAM exceeds 35 lines by 12 fields which covers the largest data matrix of 12 by 35. While the information in field 83, of the Boloteca slip is only 14 lines by 12 fields, other games require more data.

115

Referring now, to Fig. 5, the sequence of operation for playing either of the games is shown as starting at START 101. Betting slip 35 (of either Boloteca or Esportiva type) is inserted into reader 13 which is shown as block step 102. Micro-computer

120

11, under program control, reads this slip

130

as step 103, by virtue of control over reader 13, from micro-computer 11. Data flows from optical mark-sense reader 13, through line 104 (Fig. 2) into, peripheral  
 5 interphase 76. The data then flows through bus 105, into bus 41, and then on through bus 106 into systems controller 51. The data then flows through bus 107 into CPU 40. CPU 40 then addresses RAM 64 by  
 10 sending a signal over address bus 108, into address bus 45, and then through address bus 109 to RAM 64. Under program control, CPU 40 directs the data originating from optical mark-sense reader 13, through  
 15 data bus 107 to systems controller 51, and then through data bus 106 into data bus 41 and then to data bus 110, going to RAM 64. The data is then distributed to the 12 by 35 matrix residing within RAM  
 20 64. The identity check or step shown at 121 (Fig. 5) determines whether or not bars 85 and 87 on the Boloteca ticket (Fig. 4) appear at line 7 and line 25 and each take up 12 fields. Under program control, CPU  
 25 40 then checks at step or block 123 (Fig. 5) to determine if calendar clock chip 15 (Fig. 2) is working.

If not the program branches to the display error stop and reset routing, illustrated  
 30 by blocks 125 and 127. If the answer is yes, the program proceeds to step 129 which is a decision as to whether the tape cassettes in. Here again if the answer is no, the display and reset subroutine is brought  
 35 in. If yes, the next question is, is the cassette filled, step 130. If no, step 131 continues with the mainline program. At step 131 it is determined that there is bar data in line 7 and line 25 so that the game of  
 40 Boloteca is recognized and the program branches to the Boloteca program 132 contained in ROM 61.

Beginning with Fig. 6, now Boloteca step 133 determines if six bets have been made,  
 45 by checking for data in rows one through six of field 83 (Fig. 4). If no, the error message is displayed at box 134 and the error and stop and reset subroutine brought into play, including step or box 135.

- 50 The error messages are as follows:
1. improper bets
  2. less than the required number of bets made
  3. bets made over set cash limit
  - 55 4. invalid slip form
  5. bets made under set cash limit
  6. calendar/clock not working
  7. tape cassette not in transport
  8. tape full, change cassette
  - 60 9. wrong tape format

In the present situation, as a result of error message number 2 a display is made at 134. If all six bets have been made the program proceeds to display price at step  
 65 or block 135. For the Boloteca game, only

ten cruseros is displayed.

Step 136 is for the agent to press his push button number 5 of Fig. 3, which accepts the bet. Alternatively, he may press his reject key 6, shown by block 137, 70 which would then reset the machine.

If the bet is acceptable, the Boloteca format is loaded in the RAM 65 from ROM 61 under control of CPU 40. At step 138 this branches the program back to the  
 75 main sequence of Fig. 7, shown at C by step 139. Calendar clock 15, is addressed and its data stored at step 140. Step 141 records the betting data, clock data, serial no., machine no., and total amount of bet  
 80 on tape cassette 19. At step 142, printer 21 prints the ticket receipt. This information is shown in Fig. 8. The identification of the game is printed at 143. The playing period information appears at 144. The bet  
 85 data appears under classification as place 1 team 10, place 2 team 12, etc. The amount of the bet appears at 145, serial no. at 146, date and time at 147 and tape cassette file were the data is recorded at 149. 90

Returning to Fig. 7, the step 151 increments internal registers of CPU 40 by 1. Step 151 increments at register C, the serial no., and step 152 increments register D for  
 95 the file no., and step no. 153 increments the total amount of the bet at register F. Step 154 is the automatic stopping and resetting of micro-computer 11.

#### ESPORTIVA GAME

The pertinent portions of the Esportiva  
 100 ticket are shown in Fig. 9 with identification bar 150 being placed at line 20. The bettor must select the outcome of 13 games which are being held during a one week  
 105 period. The bettor may select either team one to win, team two to win or a tie between the two teams as a standard bet. In addition, he may select double or triples for any particular game up to a certain  
 110 crusero total. The rules of this game require that the bettor make a minimum of 12 single bets and one double bet for a minimum price of three cruseros. Additional double and triple bets can be made up to a maxi-  
 115 mum of 162 cruseros. This game is layed out on a 12 by 35 matrix form.

Returning now to Fig. 5, the sequence of operation is shown beginning with start 101 and traversing the same steps already explained until identifying bar 150 (Fig. 9)  
 120 is sensed in the proper position to identify the Esportiva game at step 200 (Fig. 5). The program then branches to Esportiva program 201, in ROM 62 (Fig. 2).

This is illustrated in Fig. 10 wherein the  
 125 first decision shown at step 203 is have 13 bets been made. In this game if the bets are proper, then step 204 calculates the bet price for all bets for that particular ticket. At step 205 if it is under the limit, it dis- 130

plays a message via 206 and stops and resets at 207. If over the limit, the same is true via step 209, under control of decision 210. If everything is proper, the total price is displayed at 211. Next, the agent then receives the cash at step 212 and he presses his accept key (Fig. 3) at step 213. Step 214 loads the Esportiva format from ROM 62 to RAM 65. The program is then branched back at step 215 from Fig. 10 to Fig. 7, to the main program shown as starting at 139. The main program is followed, as before, through step 154 stop and reset.

15 The main program of Fig. 7 includes step 142 which is printing the ticket receipt. The receipt for the Esportiva game is illustrated in Fig. 11. At 270 there is shown the identification and ending week for the game. Number 271 indicates the selections as marked on the original ticket. Number 272 shows the amount calculated for the wager on this particular ticket. The serial no. is shown at 273, the game week sequential identification no. is shown at 274, time and date information at 275, and file no. at 276.

Returning now to Fig. 3, the remaining functions of the agents keyboard 27 will be described. The transmit key 1, causes all tape cassette data to be transmitted from cassette 19, under program control of CPU 40, to communication interface 70 (Fig. 2), and via acoustical coupler and modem 23, to remote telephone line 25, extending to the remote computer. Step 301 rewound the tape, step 302 controls the addressing of the communication interface, step 303 establishes handshake with the remote computer, step 304 reads the data of files from the cassette, and step 305 stops and resets the micro-computer.

The grand total of bets (agents key no. 2), at step 310, addresses register F of CPU 40 to print the grand total of bets at step 311, and displays this total at step 312.

45 Key no. 3 merely controls the grand total of the no. of bets or betting slips to that time. When it is depressed, at step 313, register D of CPU 40 is addressed to print this no. at step 314 and display the data at step 315.

As a result of operation of agents keys 2 and 3, the information available is shown printed out at Fig. 13. Tape cassette no. is shown at 400, clock information at 401, machine no. at 402, serial no. of the last ticket at 403, and the final number of tickets sold to the time of depressing the key at 404.

60 At 405, the total amount of the bets at the time of depressing the key is shown. The total Esportiva betting slips is shown at 406, the total amount bet on the Esportiva games at 407, the total number of Bolotéca bets at 408, and the total Bolo-

teca money wagered at 409.

Reference is now made to Fig. 3, agents keyboard button no. 4, Journal Printout of Transactions. The agent may select at any time, to have the entire printout of all files within the tape cassette. Depressing key 4, selects a subprogram in program ROM 60 and causes the tape cassette to rewind to the beginning of tape status, as shown in block 420. CPU 40, under program control, stores the number 1 in register E, as shown in block 421. File E within tape cassette transport 19, is then loaded into RAM 65, as shown in block 422. All data in file E is printed on a journal tape, through printer 21. As shown in Fig. 12, block 424 (Fig. 3) causes file E to be incremented by 1, thereby advancing register E to the next number. Decision 425 checks for end of tape status. If the tape is not at its end, the program branches back to block 422, to load the next file and the same sequence is repeated again until the end of the tape has been reached, whereupon the stop and reset function, as noted in block 426, takes place.

Fig. 12 shows a journal printout for five separate transactions. Header 500 explains the code for bets in the Esportiva game. The number 1 denotes that team one was bet, 2 shows that the x or tie was bet, 3 notes that team two was bet, 4 notes that teams one and two were played for double, 5 denotes that teams one and a tie were bet for a double, 6 denotes that teams two and a tie were bet for a double, 7 denotes that all three positions, team one, a tie and team two were selected for a triple.

Number 501 shows one transaction printout. Number 502 shows the file number on the tape cassette, 503 shows the serial no. of the ticket, 504 shows the date and time of the transaction, 505 notes the type of bet which was made in each one of the 13 games, as noted above, 506 lists the total amount of the bets, 507 lists the total amount accumulated in the grand total register F, and 508 lists the machine identification no.

Number 509 shows the transaction for a Bolotéca bet. All information is the same as contained in the Esportiva file with the exception that the word Bolotéca appears in the file and that six sets of two numbers each are shown at 150 identifying the bets made from the six games of the original ticket.

Numbers 511, 512 and 513 show successive printouts of transactions of the tape cassette.

For these games, in CPU 40, the following memory allocation is made. Register C-serial no. of transaction, Register D-no. of transactions and tape file no., Register E-journal printout counter, Register F-total

of bets made, Register H-total no. of Esportiva bets, Register L-total no. of Boloteca bets and Register W-total amount of Esportiva.

- 5 By using the principles herein taught, other games may be programmed into CPU 40 and similarly tabulated.

The system is low power and an auxiliary re-chargeable storage battery 10 power supply backs it up.

#### WHAT I CLAIM IS:

1. Apparatus for accepting, validating and recording betting information entered onto betting slips by bettors, wherein each slip comprises information identifying any one of a plurality of games and means for 15 allowing a bettor to enter betting information relating to that one game, the apparatus comprising a micro-computer having program storage storing programs relating to each of the plurality of games, an optical reader for reading out game identifying and betting information from a betting slip, means controlled by the micro-computer for 20 transferring read out information into a memory, means for checking that the read out information is valid and for rejecting slips from which invalid information has been read, means for initiating the program 25 relating to the game identified by the read out game identifying information, a display device for displaying information related to the read out betting information, a calendar clock device for supplying time information, a tape cassette transport device for 30 recording time information and information relating to accepted bets on tape, a printer controlled by the micro-computer for printing out tape recorded information relating to accepted bets, and a manually operable 40 keyboard for exerting overall control of the apparatus.

2. An apparatus according to claim 1, comprising a terminal for a remote computer and further including acoustical coupler and modem means under the control of the micro-computer for transferring tape recorded information to the remote computer.

3. An apparatus according to claim 2, wherein the display device is under the control of the micro-computer and displays read out information necessary to validation, and wherein the keyboard comprises 55 manually operable accept and reject means for accepting or rejecting each bet.

4. An apparatus according to claim 3, wherein the micro-computer comprises a central processing unit, an in-out system control means, a plurality of ROM and RAM memories, interfaces for all means 60 associated with the micro-computer, and transfer buses interconnecting all means and memories via said central processing 65 unit.

5. An apparatus according to claim 4 wherein the matrix storage capacity of at least one of said RAM's exceeds the matrix data capacity of each betting slip, said one RAM receiving and storing betting data 70 from each slip.

6. An apparatus according to claim 5 wherein the ROM memories store game formats, and means are provided for comparing game identifying indicia read from the betting slips by the optical reader with predetermined stored game format data, the central processing unit being adapted to select from the appropriate ROM the game format for the game identified by comparison of the read out indicia with the stored game format data. 75

7. An apparatus according to claim 6 wherein said keyboard comprises a plurality of further manually operable means for controlling the transmission of tape recorded information from the tape device to the remote computer, the printing of totals of bets and slips, and the printout of all the tape recorded information. 80

8. An apparatus according to claim 7 wherein at least one of said ROM's stores game format unique to Boloteca (as hereinbefore defined) at least another of said ROM's stores game format unique to Esportiva (as hereinbefore defined) and at least a further of said ROM's stores game format common to said Boloteca and said Esportiva. 85

9. An apparatus according to claim 8 wherein said further of said ROM's stores indicia unique to each of said Boloteca and Esportiva games, and said central processing unit diverts from the common game format by shifting from said further ROM to said one or said another ROM for the selected game format. 90

10. A method for accepting, validating and recording betting information entered onto betting slips by bettors, wherein each slip comprises information identifying any one of a plurality of games and means for allowing a bettor to enter betting information relating to that one game, the method comprising storing programs relating to each of the plurality of games in a micro-computer, reading out game identifying information and betting information from a betting slip with an optical reader, transferring read out information into a memory 100 under the control of the micro-computer, checking that the read out information is valid and rejecting slips from which invalid information has been read, initiating the program relating to the game identified by the read out game identifying information, displaying information related to the read out betting information, supplying time information from a clock device, recording time information relating to accepted bets 105 110 115 120 125 130

on a cassette tape, printing out tape recorded information related to accepted bets under the control of the micro-computer, overall control of the method being effected 5 from a manually operable keyboard.

11. A method according to claim 10 wherein a terminal for a remote computer is acoustically coupled under control of the micro-computer to the remote computer, 10 and the tape recorded information is transferred to the remote computer.

12. A method according to claim 11, wherein information read out from said slips is displayed, and acceptance or rejection of each bet is determined from said 15 displayed information.

13. A method according to claim 12, wherein a matrix storage capacity of at least one of said RAM's exceeds the matrix data capacity of each betting slip, and 20 data read out from each slip is stored in said one RAM.

14. A method according to claim 13, wherein betting game formats are stored in 25 ROM memories, the read out game identifying information is compared with predetermined stored game format data, and the central processing unit selects from the appropriate ROM the game format for the 30 game identified by the comparison of the read out indicia and the stored game format data.

15. A method according to claim 14,

wherein selected data is transmitted from the tape to the remote computer, and the 35 totals of bets, slips and a journal of transactions are printed out.

16. A method according to claim 15, wherein at least one of said ROM's loads is loaded with a game format unique to 40 Boloteca (as hereinbefore defined) at least another of said ROM's is loaded with a game format unique to Esportiva (as hereinbefore defined) and, at least a further of said ROM's is loaded with game format 45 common to said Boloteca and said Esportiva.

17. A method according to claim 16, wherein the indicia unique to each of said Boloteca and Esportiva games is established 50 in said further ROM, and the common game format is diverted by shifting from said further ROM to said one or said another ROM for the selected game format. 55

18. An apparatus for accepting, validating and recording betting information, substantially as hereindescribed with reference to the accompanying drawings.

19. A method for accepting, validating 60 and recording betting information, substantially as herein described, with reference to and as illustrated in the accompanying drawings.

WHEATLEY & MACKENZIE,  
Agents for the Applicant.

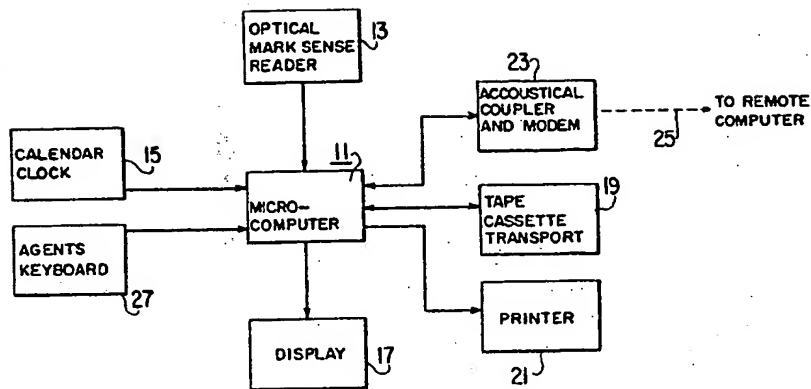


FIG. 1

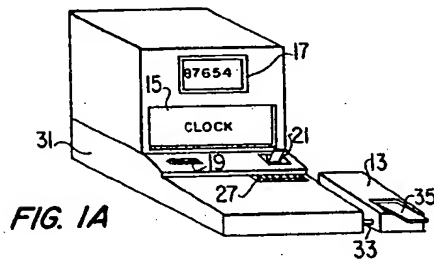
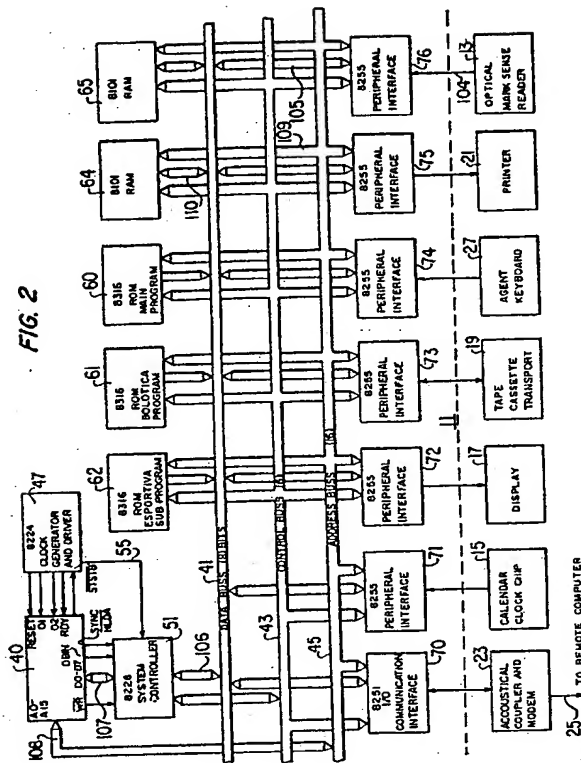


FIG. 1A

1574447  
8 SHEETS

**COMPLETE SPECIFICATION**  
This drawing is a reproduction of  
the Original on a reduced scale  
Sheet 2



1574447

COMPLETE SPECIFICATION

8 SHEETS

This drawing is a reproduction of  
the Original on a reduced scale  
Sheet 3

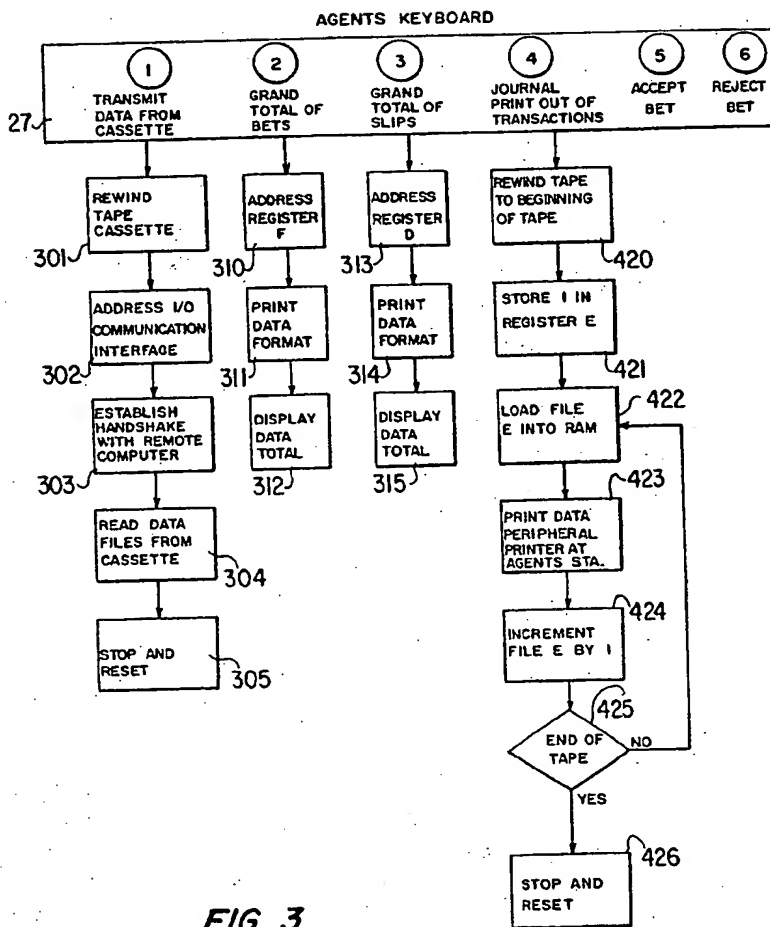


FIG. 3

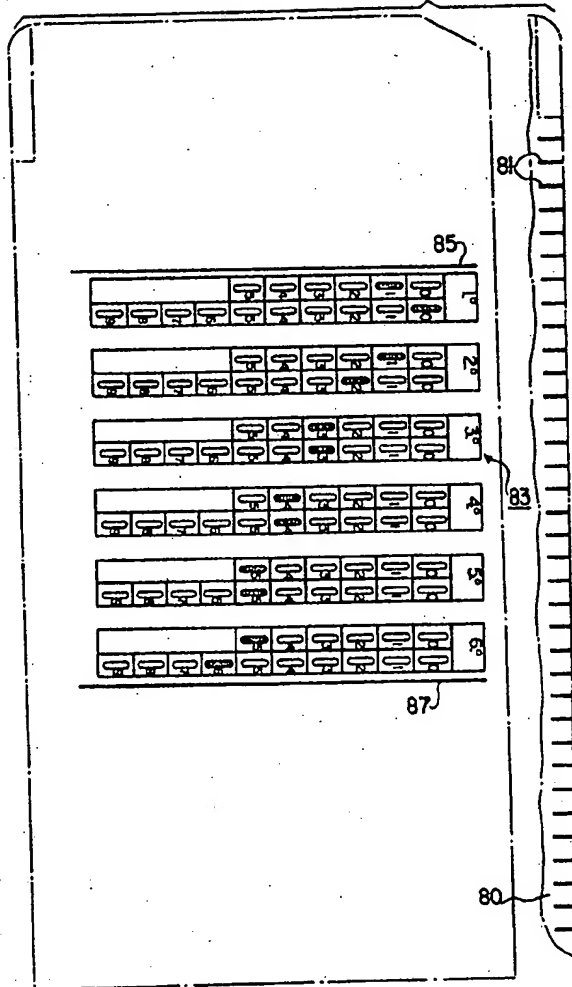
1574447

COMPLETE SPECIFICATION

8 SHEETS

This drawing is a reproduction of  
the Original on a reduced scale.  
Sheet 4

FIG. 4



143  
LOTERIA  
ESPORTIVA  
BOLETICA  
144  
Agosto / Outubro  
1976  
Concurso 1

Classificacao

1. 10
2. 12
3. 33
4. 44
5. 55
6. 66

145  
Cr\$10.00  
No 10030022  
146  
CAIXA ECONOMICA  
FEDERAL

147 9282127  
149 2

FIG. 8

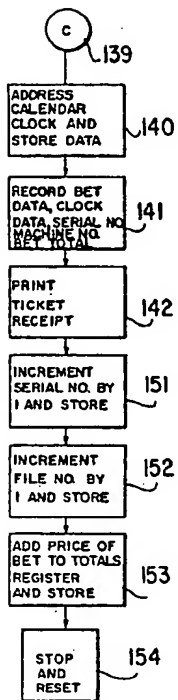


FIG. 7

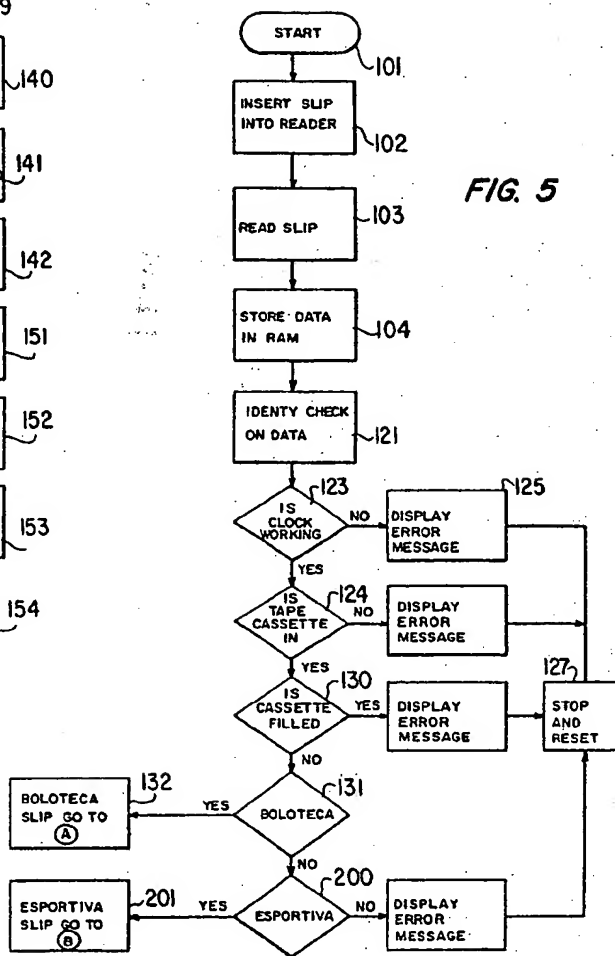


FIG. 5

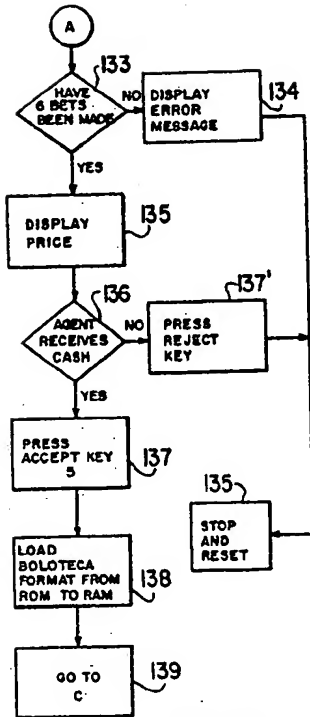


FIG. 6

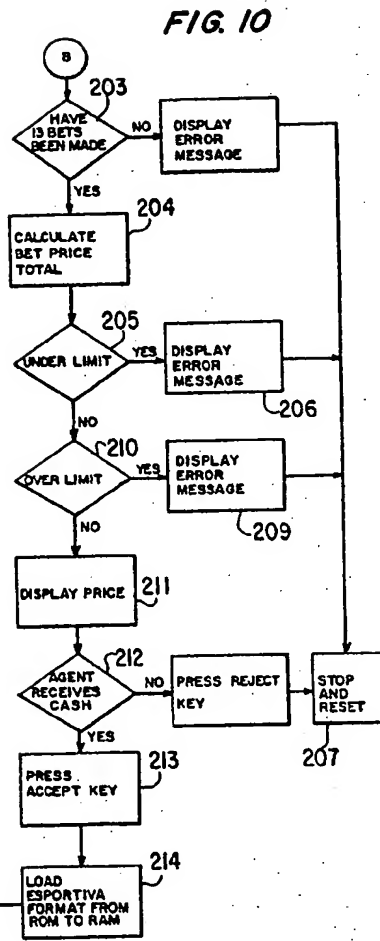


FIG. 10

1574447

# COMPLETE SPECIFICATION

8 SHEETS

This drawing is a reproduction of  
the Original on a reduced scale  
Sheet 7

FIG. 11

270 LOTERIA  
ESPORTIVA  
06/06/76

OR---1---X---2

1	-	X	X
2	-	X	-
3	-	X	-
4	-	X	-
5	-	X	-
6	-	X	-
7	-	X	-
8	-	X	-
9	-	X	-
10	-	X	-
11	-	X	-
12	-	X	-
13	-	X	-

## LOTERIA ESPORTIVA

150

1	X	2	D	T
1	Atlético (PR)	Pineiros (PR)		
2	Marigá (PR)	Colorado (PR)		
3	Coritiba (PR)	Umuarama (PR)		
4	Internacional (SC)	Avaí (SC)		
5	Rio Branco (ES)	Costas (ES)		
6	Goiás (GO)	Goiânia (GO)		
7	CEUB (DF)	Brasília (DF)		
8	Vitória (BA)	Gafcia (BA)		
9	Fluminense (BA)	Bahia (BA)		
10	Tiradentes (CE)	Caed ICE		
11	Fast Clube (AM)	Nacional (AM)		
12	América (PE)	Santa Cruz (PE)		
13	Sport Recife (PE)	Nautica (PE)		

272 Cr \$ 3.00

273 No 10000021

274 Teste 289

CAIXA ECONOMICA  
FEDERAL

275 9202127

00001

276

FIG. 9

1574447 COMPLETE SPECIFICATION  
8 SHEETS This drawing is a reproduction of  
the Original on a reduced scale  
Sheet 8

ESPORTIVA

500 {  
1 = 1; X = 2; Z = 3  
1 + 2 = 4; 1 + X = 5  
X + 2 = 6; 1 + X + 2 = 7

501 {  
Arquivo 1 ~ 502 503  
No 10030021  
Data 9282127 ~ 504  
6222222 222222 ~ 505  
Cr \$ 3.00 ~ 506  
TCr \$ 3.00 ~ 507  
Maquina No 00001 ~ 508

509 {  
Arquivo 2  
No 10030022  
Data 9282127  
BOLOTICA  
510 ~ 101233 445556  
Cr \$ 10.00  
TCr \$ 13.00  
Maquina No 00001

511 {  
Arquivo 3  
No 10030023  
Data 9282128  
5656222 222222  
Cr \$ 24.00  
TCr \$ 37.00  
Maquina No 00001

512 {  
Arquivo 4  
No 10030024  
Data 9282128  
IIIIII IIII74  
Cr \$ 9.00  
TCr \$ 46.00  
Maquina No 00001

513 {  
Arquivo 5  
No 10030025  
Data 9282129  
4464471 IIIIII  
Cr \$ 144.00  
TCr \$ 190.00  
Maquina No 00001

FIG.12

400 ~ FiltoNo 1003  
401 ~ Data 9282133  
402 ~ Maquina No 00001  
403 ~ Recibo Final  
10030030  
404 ~ Arquivo Final No  
10  
405 ~ Cr \$ Total 372.50  
406 ~ Total Esportivo 8  
407 ~ Total \$ Esportivo 352.50  
408 ~ Total Boloteca 2  
409 ~ Total \$ Boloteca 20.00

FIG.13